willing to change that at this particular time? I have been receiving many letters from the churches across the state and they certainly are in favor of LB 744, the bill that would ban video slots. If we do not pass...if we do not pass LB 744 this session, I don't think we have to try it again because these video slots will spread like wildfire through the state. There are a lot of communities now waiting on the decision that we are going to make here. Senator Hannibal's amendment changes this and I just don't think that we want to adopt that amendment. The only persons who stand to gain monetarily from video gambling devices are the owners of the machines and the persons who lease the space to them. The big losers are the ones that play them, and in many instances, these people cannot afford to lose that money. They need this money to feed their families and buy some things that are needed. Many of the communities, the towns and villages, feel that this is a good source of income. They feel that it is going to reduce their taxes. Let me tell you this. I feel that lotteries are an unstable source of income. I think we are finding that out with the ticket lotteries that we have in our state. Many of the communities are dropping them. it is best for the Legislature and the governing boards to be upfront in our decisions.

SPEAKER NICHOL: One minute.

SENATOR HEFNER: If we need more tax money to cover our programs, let's raise legitimate taxes, such as, the property taxes, the sales tax, and income tax. If we don't want to do that, then let's cut the programs. Let's not rely on video slots to provide the money. Let's not make our small towns into Las Vegases in Nebraska. Thank you.

SPEAKER NICHOL: Senator Fenger.

SENATOR FENGER: Thank you, Mr. President. Like Senator Hefner, I serve on Miscellaneous Subjects with Senator Hannibal. I recall his in-depth concern and his work on LB 56. For that reason when Request 2160 was available, I read it, not once but twice, but this morning I was handed, as I presume you were, an explanation of the amendments to